

# MyTamagotchi Project Pitch

Group number - 43

# Team 43

<b>Name</b>	<b>Student number</b>	<b>Email</b>
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# Overview

In our project we will create a platform in which the user will be able to create a creature with characteristics such as appearance, name, race and etc. After creating the creature, the tamagotchi will be in an environment in which the user can see the vitals of it such as: level of the health, hunger and mood, in addition there will be features to gain health or change the mood of the creature for example the user can feed the creature to increase the health or play game with it to enhance the mood.

# Overview continued...

## Stakeholders:

- 1) Game developers and studio employees - these are people responsible for the actual creation and production of the video game.
- 2) Investors - The investors provide financial support for the development of the game, which includes VC(venture capitalists), and angel investors.
- 3) Retailers - these are the people responsible for the selling of physical copies of the game.
- 4) Players - These are the primary users of the game in general and also provide feedback that can influence future updates and releases.

# Overview (part 3)

Customizations to the original Tamagotchi:

- 1) We can add a feature of using different items, then the Tamagotchies come with a range of items that the user can use to take care of the pet, and the user can try different combinations of the items to see what works the best for the Tamagotchi.
- 2) Add certain goals for the Tamagotchi, so that increasing certain statistics of the pet to make it an athlete, doctor, and etc.

# Functional features

ID	Short name	Description	Champion
F1	Create tamagotchi	The player should be able to create a new tamagotchi when the game is first launched and when a previous tamagotchi dies	Sanam and Tanav
F2	Stats	Stats of the player's tamagotchi should be tracked. For example: age, health, fun, IQ	Denay and Filip
F3	Actions	The player should be able to make their tamagotchi do simple actions; feed, wash and put to sleep, that increase the stats of the tamagotchi. The actions will be performed by inputting commands on the keyboard. The commands are: <ul style="list-style-type: none"><li>- Feed (F)</li><li>- Sleep (S)</li><li>- Medicine (M)</li><li>- Study (L)</li><li>- Give toy (T)</li></ul>	Denay and Filip
F4	Display stats	The stats of the tamagotchi will be displayed after the user makes their tamagotchi do an action or uses a special command (V)	All
F5	Minigame	The player should be able to play a minigame that boosts the stats of the tamagotchi. To start the minigame the player has to input the command "g".	All

# Quality requirements

ID	Short Name	Quality Attributes	Description
QR1	Condition	Maintainability	The stats of the tamagotchi are updated each second
QR2	Using of commands	Reliability and usability	Allows the user to perform certain actions using commands on the keyboard.
QR3	Updateability and extendability	Maintainability	Allows programmers to easily update game with new features for example : more minigames
QR4	User interface	responsiveness	The user interface should be easy to use and intuitive.
QR5	Instantaneous results	Performance	Once the player inputs a command, the stats will be displayed within 0.2 seconds

# Time log

	A	B	C	D
1	Team Number	43		
2				
3	<b>Member</b>	<b>Activity</b>	<b>Week Number</b>	<b>Hours</b>
4	Sanam Izadi	Overview pt.1	1	2
5	Denay Araya	Quality requirments	1	2
6	Filip Bickelhaupt	functional requirments	1	2
7	Tanav Rawal	Overview pt.2	1	2
8	Sanam Izadi	Time log	2	2
9				
10				
11			<b>Total</b>	10
12				



# Signed Contract

<https://docs.google.com/document/d/1kgCuHLNCLWekDicbJgRM0ggOYqPwLwUivll36RYuowk/edit#>